PlayStation

NTSC U/C

PlayStation

EVERYONE

CONTENT RATED BY ESRB

SLUS-01209
910016

Disney's

GOOFY'S FUN HOUSE

Includes 6 Classic Goofy Cartoons

Disney INTERACTIVE

NewKidCo™

WARNING: READ BEFORE USING YOUR PLAYSTATION® GAME CONSOLE.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation game console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNOFFICIAL PRODUCT:

The use of unofficial product or peripherals may damage your PlayStation game console and invalidate your console warranty.

HANDLING YOUR PLAYSTATION DISC:

- This compact disc is intended for use only with the PlayStation game console.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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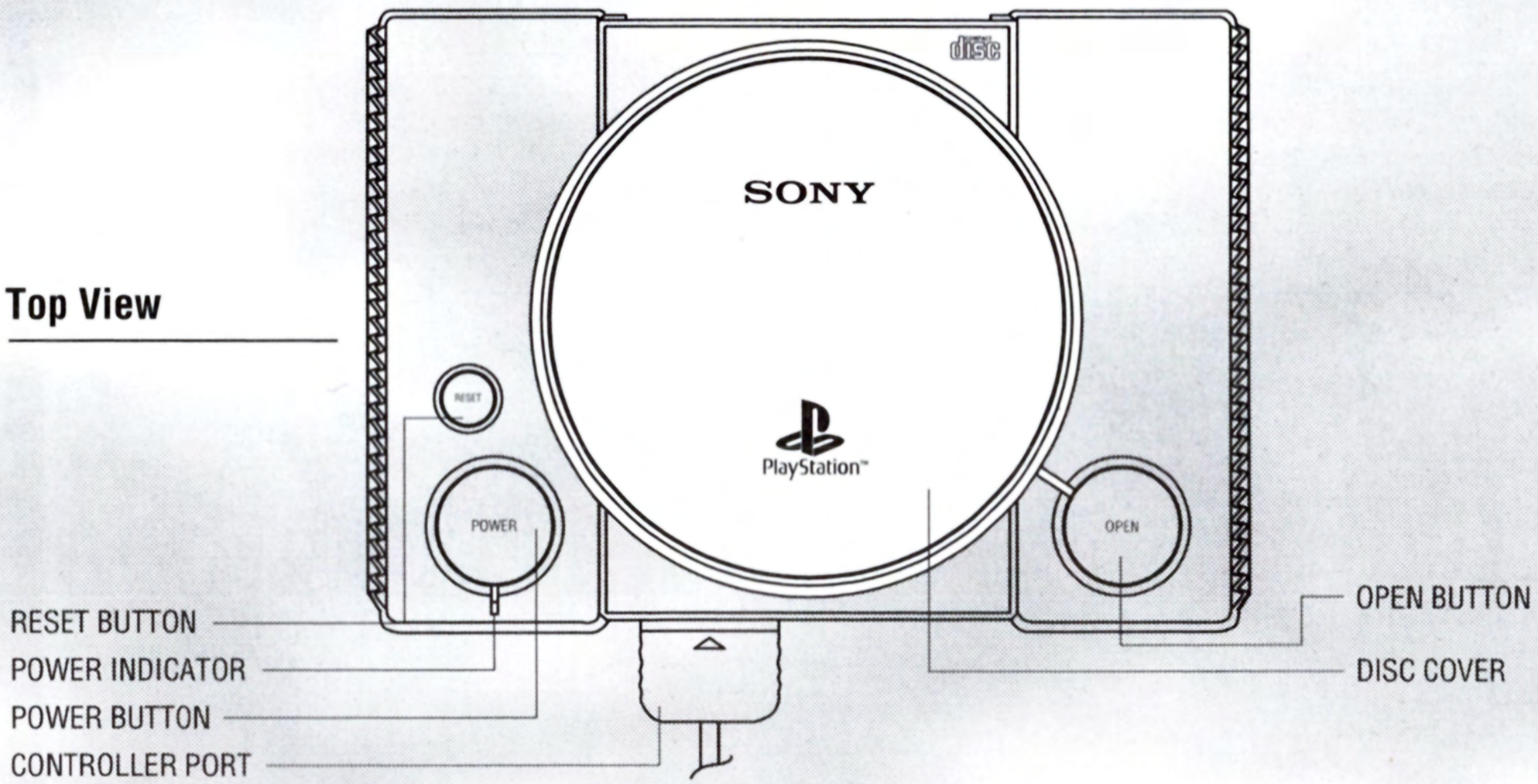
Disney's

GOOFY'S FUN HOUSE

GETTING STARTED

* Set up your console according to the instruction manual.
* Make sure the POWER is OFF before inserting or removing a disc.
* It is advised that you do not insert or remove peripherals or memory cards once the POWER is turned ON.
* Insert the Goofy's Fun House disc and close the disc cover.
* Insert game controller(s) and MEMORY CARD and turn on the console. Please ensure there are sufficient free blocks on your MEMORY CARD before commencing play.
* Follow the on-screen instructions to START the game.

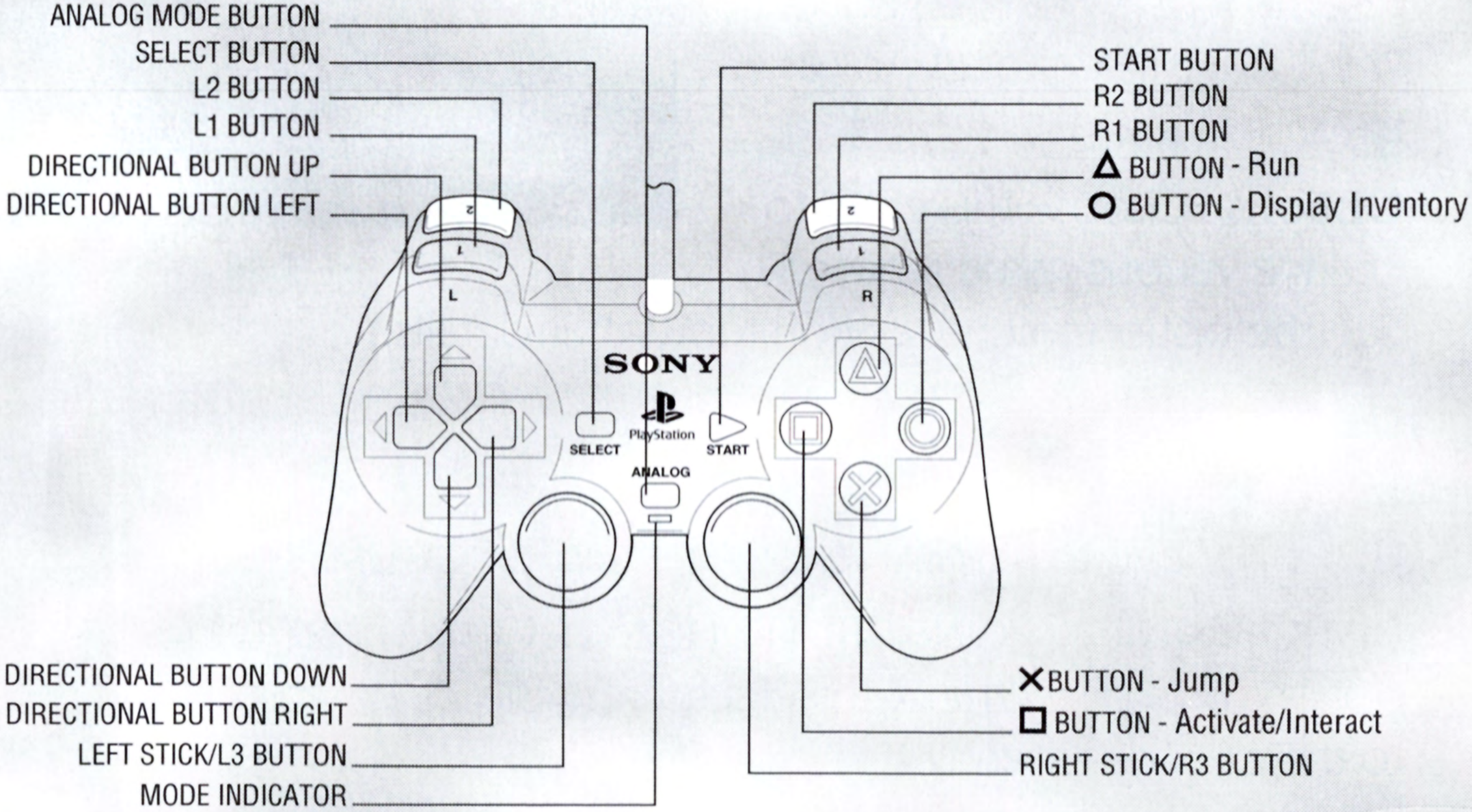
Top View



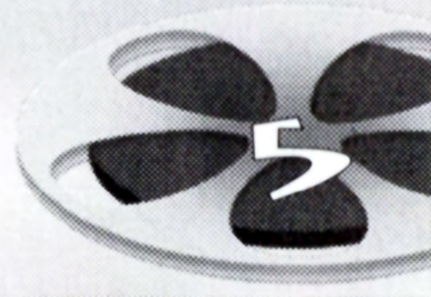
GAME CONTROLS

The controls are shown on the image below. These controls are used to get around Goofy's house. Different controls are used for sub-games. These buttons are listed on the relevant sub-game page in this manual.

The START button freezes the game action and enters the Pause Menu. Use the DIRECTIONAL BUTTONS UP/DOWN to navigate through the menu items. Highlight the desired item and press the ✕ to alter or select.



NOTES: Use Direction Pad or Analog Stick to move Goofy around.
Use shoulder buttons to rotate through your inventory when you have more than 3 items.



Main Menu

Choose from the following options to begin playing Goofy's Fun House

New Game: Choose this option to start a new game. Press ✕ to control Goofy.

Load Game: Use this option to resume a previously saved game. Press ✕ to select or △ to return to Main Menu.

Options: Choose this entry to change various game settings. See the options menu section for further details.

Options Menu

Use this menu to modify various game settings. Use the UP/DOWN DIRECTIONAL BUTTONS to navigate through the options and press the ✕ to select. Press the △ to return to the previous menu.

Difficulty: Press ✕ to change the difficulty level of the game.

Vibration: Choose this option to toggle vibration on or off. Press ✕ or the LEFT / RIGHT directional button to alter the current setting.

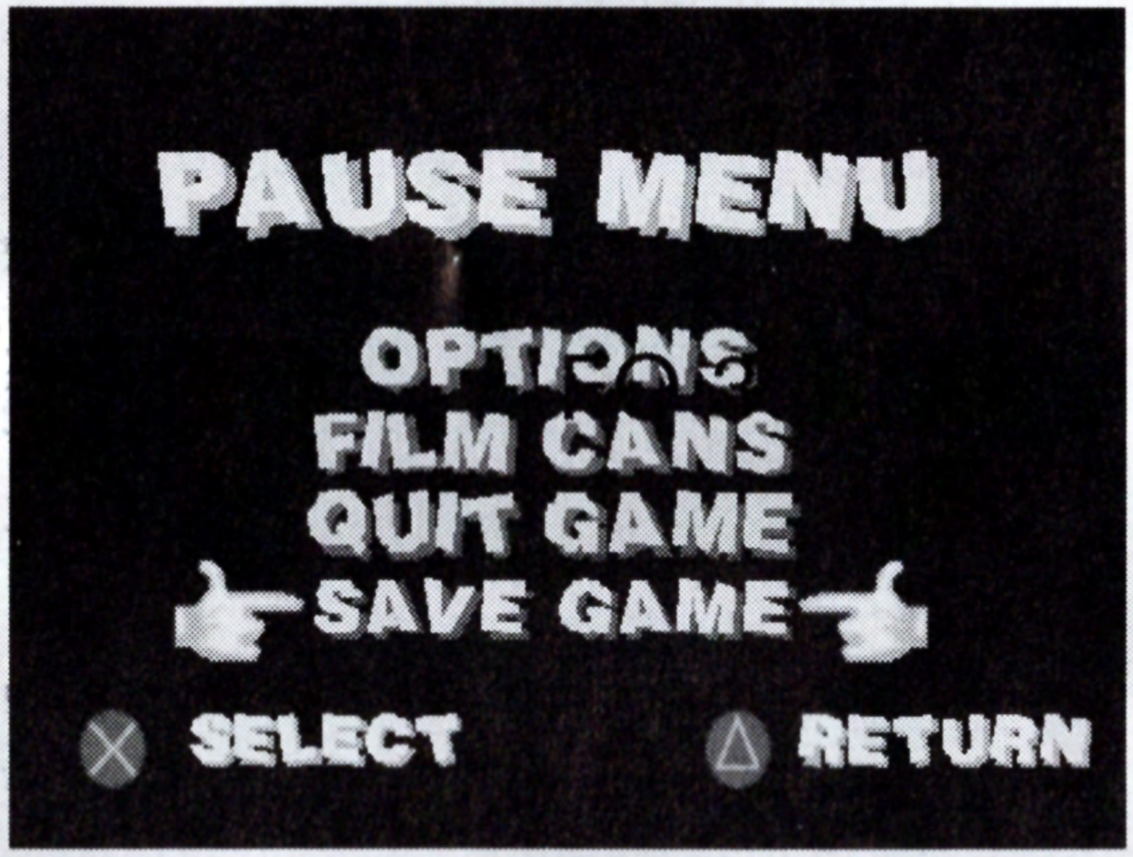
Music Volume: This screen allows you to change the volume of music in the game. Use the directional buttons to increase or decrease the volume. Press △ to return to Options Screen.

SFX Volume: This screen allows you to change the volume of the sound effects in the game. Use the directional buttons to increase or decrease the volume. Press △ to return to Options Screen.

Control: This screen allows you to select a new configuration for the controller. Use LEFT and RIGHT to scroll through all the available configurations.

Pause Menu

You can pause the game by pressing the START BUTTON. Doing so will bring up the pause menu. Navigate through the menu with the UP/ DOWN DIRECTIONAL BUTTONS and use ✕ to select menu options. You can return to the game by pressing the △ button.



Options: Choose this entry to change various game settings. See the Options Menu for further details.

Film Cans: This screen gives information on how well you are doing at collecting the film cans. Press △ to return to Pause Menu.

Quit Game: This screen gives you the option to quit the game currently playing. Press ✕ to select Yes, and you will reset back at the start menu. Press △ to return back to the Pause Menu.

Save Game: This is the place where you save your progress in Goofy's Fun House. Select a slot using the directional buttons. Then press ✕ to save. Press △ to return back to the Pause Menu. This option will not appear in sub-games.

ADDITIONAL OPTIONS FOR SUB-GAMES

Restart: Choose this entry to restart a sub-game.

Return to Viewing Room: Choose this option to quit your current sub-game.

GOOFY'S FUN HOUSE

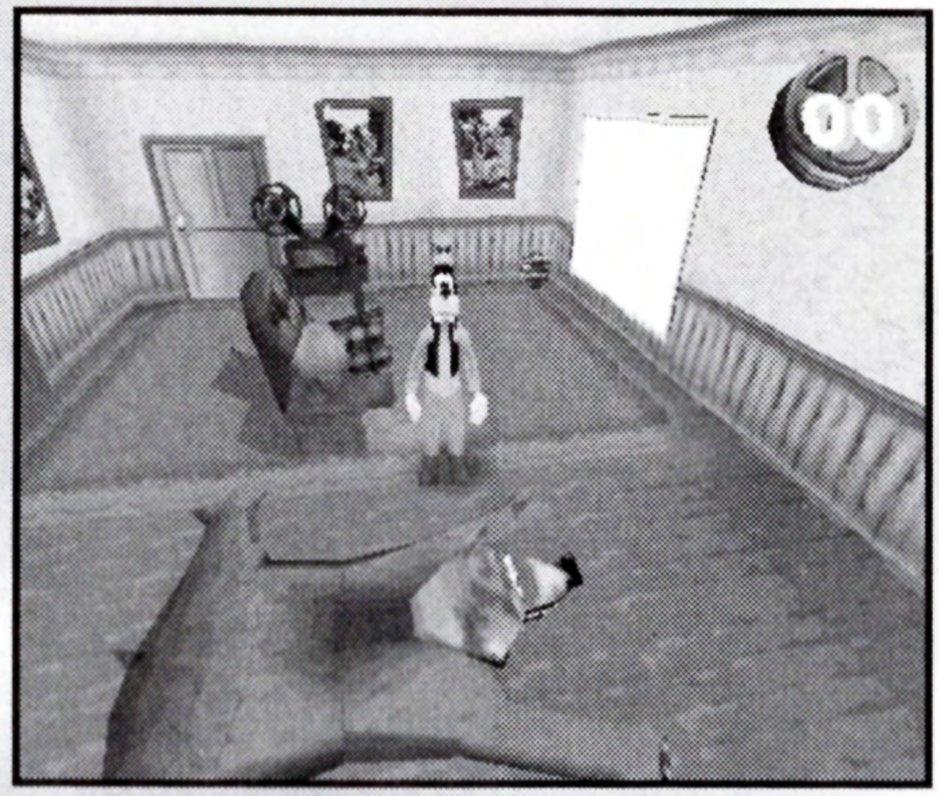
Goofy is looking at the 5 pictures in his viewing room.

Well howdy! This here's my very own Home Entertainment Room... Yah know, where I watch all of my favorite home movies. But I got a little problem, Ya see, there's some things missin' from my movies and I sure could use your help findin' 'em. These five pictures here show you the things that are missing from each movie. If Ya find all the missing items, we can sit down and watch the movies together! So let's go find the missing objects.

GAME PLAY

The Viewing Room

The viewing room is central to the action in Goofy's Fun House. It is here that Goofy's home movies are viewed and the various games are started.



Within the viewing room are five (5) pictures on the walls. Each picture contains a clue as to which movie it is associated with. A close up view will show all objects that are missing from each picture. The missing objects appear grey. It is your job to return the missing items for each picture in order to watch the home movies. If you have completed collecting all of the objects for the picture, you will also see a Play Movie option. This means you can now reward yourself for your hard work by watching the Goofy cartoon for that picture! Press the **O** Button to do this.

Bonus points in the form of film cans are awarded throughout the different games and house. Collect enough film cans and a

sixth picture will appear on the wall in Goofy's viewing room. Choosing this picture allows you to watch a bonus movie. The film can collection can be monitored through the Pause menu. The Easy setting requires the collection of 50 film cans, while the Difficult setting requires 60 film cans to view the bonus movie.

Throughout the house you will also find many objects that are interactive, along with puzzles and even a phone quiz to solve. Interactive objects will blink when Goofy is close by. Take your time exploring around.

Getting The Missing Items

How To Fish

To complete Goofy's fishing picture the player has to find the following items: (Viewing Room pictures will provide clues for missing objects.)

His Fishing Rod
His Can of Worms
An Enormous Fish

Getting the Fishing Rod

The fishing rod can be found somewhere in the house.

Getting The Can Of Worms

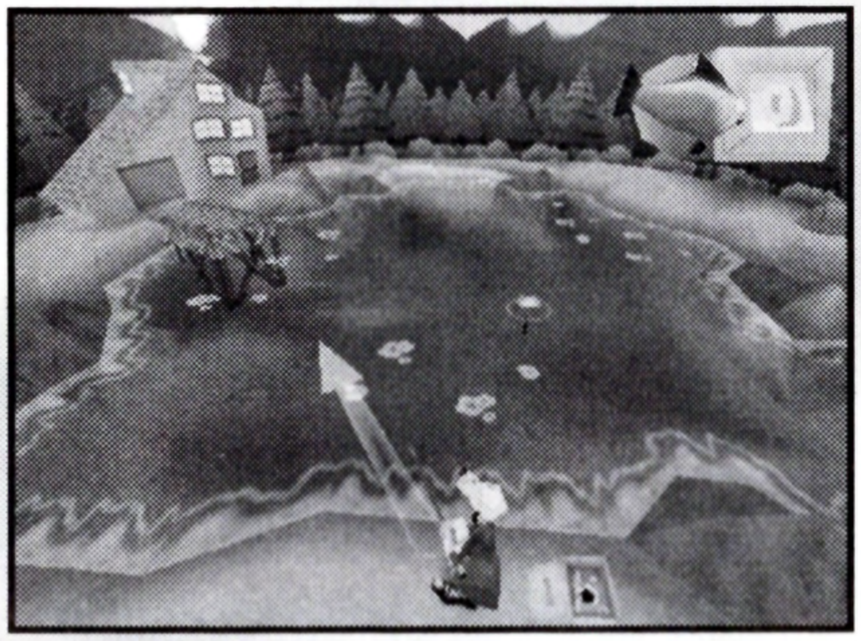
Right directional button - Turn Clockwise
Left directional button - Turn Counter- Clockwise
✕ Button - Scoop up worms
△ Button - Turns on/off sprinkler

Goofy must catch 10 worms in his can before the time runs out. The timer will not start until the 3rd worm is caught. If the time runs out, Goofy must try again or try an easier option on one of the other pictures. The harder the game difficulty level, the harder it is to catch the worms.

Hint: Turn on the sprinklers to get more worms out of the ground.

Getting the Enormous Fish

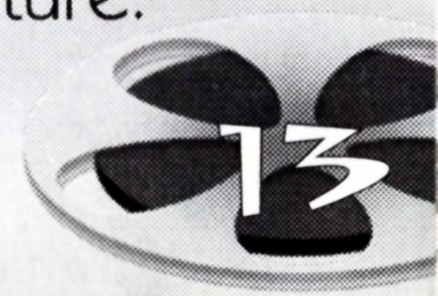
To play this game the first 2 items must be found.
Left directional button - Line Left
Right directional button - Line Right



✕ Button - Cast
Up/Down directional buttons- Cast distance
Directional button down (after cast) - Reel in
Directional button down+ ✕ Button -
Speed reel

To get the final object for the picture Goofy must play a fishing game. He must catch an enormous fish in order to complete this game. The player is initially presented with a view of Goofy standing before a lake. The player controls where Goofy casts his line, by watching the lake for signs of the fish. The player places their cast and if it is on target and the player is quick enough, the fish will be hooked. The player's task then is to reel the fish in safely, avoiding any obstacles that may be in the way. If you initially miss the fish, it is possible that you may hook a fish or a piece of junk on reeling the line back in. Watch out for the lily pads! You will lose a fish if you hit a lily pad.

Goofy will work his way around the lake catching bigger fish in each new location. Eventually Goofy will catch the Whopper fish—the dream of all good fishermen. On his return, Goofy will put the memento of the fishing trip back into the viewing room picture.



HOW TO PLAY GOLF

To complete Goofy's Golfing picture the player must find the following items: (Viewing Room picture will provide clues for missing objects.)

His Hat
His Pants
His Trophy

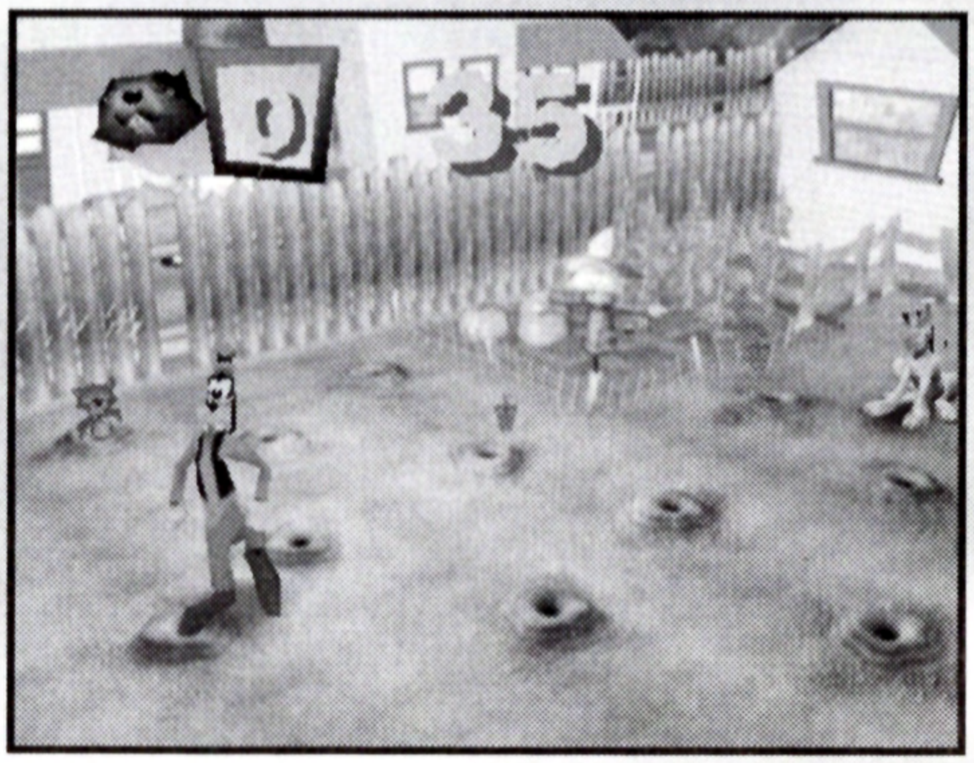
Getting the Golfing Hat

The golfing hat can be found somewhere in the house.

Getting the Golfing Pants

Directional buttons - Move Goofy
✕ Button - Jump
△ Button -Run

The golfing pants are kept in the locked closet in Goofy's master bedroom. When you try to open the closet you will discover that



Pluto has playfully hidden the key in one of the molehills in the back garden and the mischievous mole now has the key. Goofy must retrieve the key by jumping on the mole when he comes out of his hole. When Goofy has jumped on the mole three times the mole will drop the key.

If Goofy succeeds in getting the key back he returns to the bedroom. The closet will open and the pants will be retrieved. The golfing pants must then be taken back to the picture.

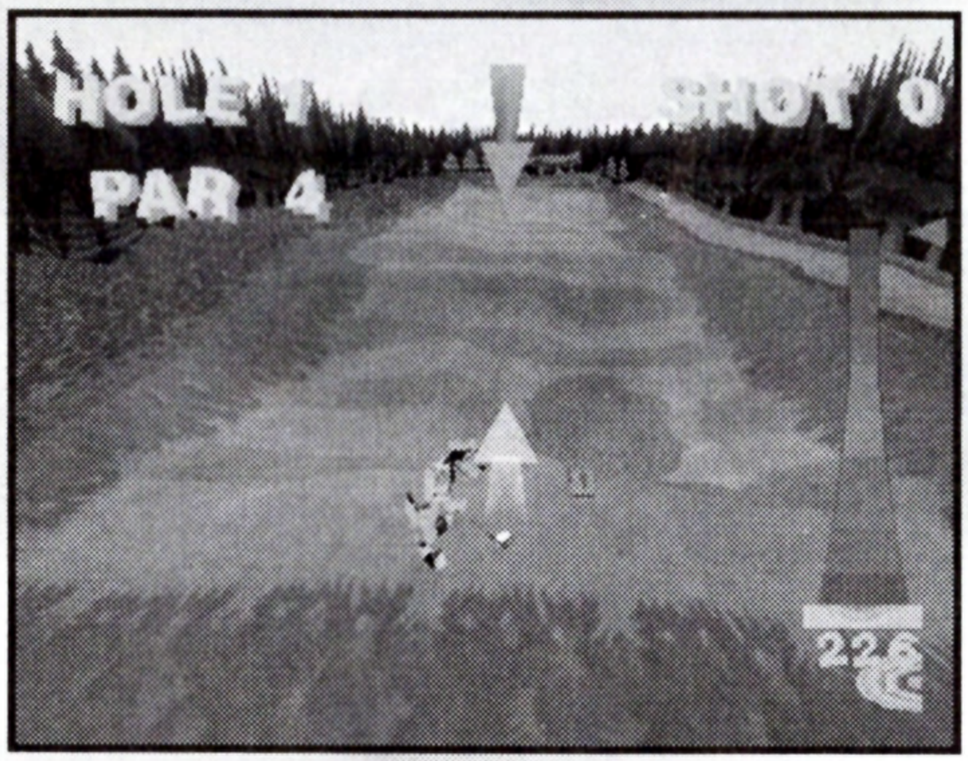
Getting the Golfing Trophy

To play this game the first 2 items must be found.

Left/Right directional buttons - Shot direction

✕ Button - Hit the ball

Complete nine holes on the golf course to win the trophy. The arrow at Goofy's feet points in the direction the ball will be hit. The strength of the shot is determined by the 'Swing-o-Meter' and the Hole Arrow marks the location of the hole. To start,



the player presses ✕ BUTTON and a series of colored blocks on the Swing-o-Meter will begin to highlight. A helpful marker shows roughly how hard to hit the ball. Press the ✕ BUTTON again when the colored block closest to the arrow is lit. Goofy will then hit the golf ball.

In order for Goofy to progress, the current hole must be completed in a given number of shots, or par. If Goofy completes the hole taking more shots than par then he has to repeat the hole.

THE ART OF SKIING

To complete Goofy's Skiing picture the player must find the following items: (Viewing Room pictures will provide clues for missing objects.)

His Yellow Ski Suit
His Skis
His Skiing Medal

Getting The Yellow Sweater
The yellow sweater can be found somewhere in the house.

Getting The Skis
The skis can be found somewhere in the house.

Getting The Medal

To play this game the first 2 items must be found.

✕ Button - Push with poles
Directional button Left - Left
Directional button Right - Right
L1 - Hard Left
R1 - Hard Right

To win the Ski medal Goofy has to reach the end of the slalom course before the timer runs out. You have to move correctly around the red and blue flags. If a flag is missed a 5 second time penalty is removed from the timer. The distance between the flags is determined by the difficulty level chosen. There are also hazards on the course, which should be avoided.

Hint: Use ✕ BUTTON to increase speed.

Man's Best Friend

To complete Goofy's Man's Best Friend picture, the player must find the following items: (Viewing Room pictures will provide clues for missing objects.)

Large Hambone
String of Sausages
Blue Ribbon

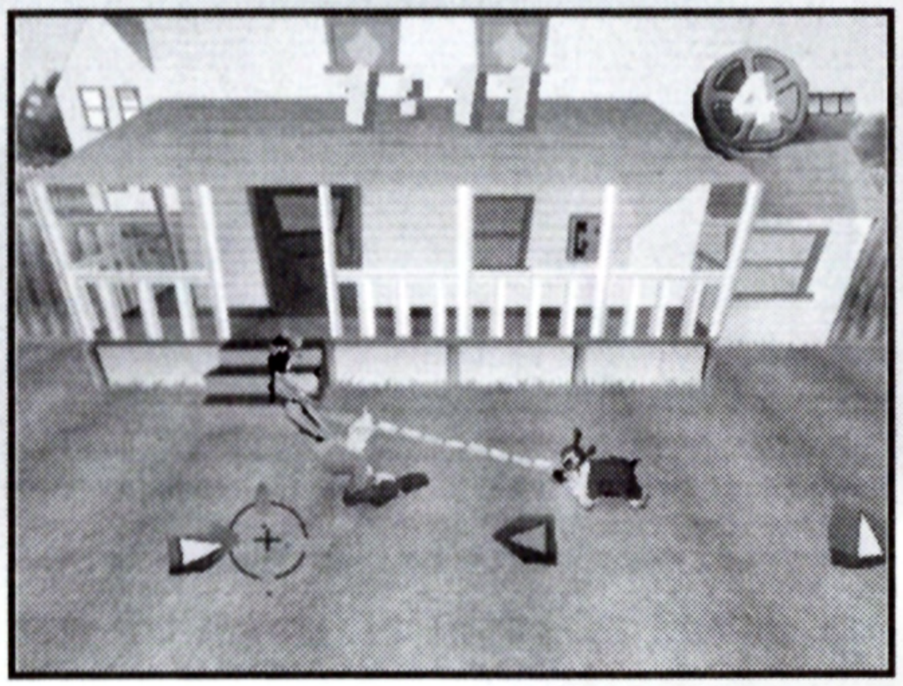
Getting The Hambone

The hambone can be found in the frozen fridge in the Kitchen. The fridge must be defrosted before the ham can be reached. So how do we warm up the house?

Getting The String of Sausages

Press the corresponding directional buttons as they appear in the target circle.

To get the string of sausages Goofy must play a tug-of-war game with Bowser. Goofy and Bowser face each other holding an end of the string of sausages. When the timer starts, Goofy and Bowser start the tug of war. Goofy will win if he can pull Bowser over the red line on the left. If Bowser pulls Goofy over the red line on the right, he will win the sausages. When Goofy wins he takes the string of sausages back to the viewing room. When the game begins a series of direc-



tional button icons appear on the right hand side of the screen. They move across the screen from right to left. As they move into the target circle, you must hit the same arrow on the controller in order to get Goofy to pull on the sausages.

Getting The Blue Ribbon

To play this game the first 2 items must be found.

Directional Buttons - Move Bowser

✕ Button - Jump

Goofy must get the Blue Ribbon by training his dog Bowser to complete an obstacle course. You control Bowser and the game is played against the clock. Bowser has to negotiate various obstacles like jumping hurdles, weaving through flags and balancing on tilting platforms. If Bowser fails, or misses an obstacle, he is given a time penalty. To compensate there are bones placed around the level and collecting these will restore some lost time.

THE ART OF SELF DEFENSE

To complete Goofy's Art of Self Defense picture, the player must find the following items:

(Viewing Room pictures will provide clues for missing objects.)

Goofy's Boxing Gloves
A Car Tire
Goofy's Gym Bag

Getting The Boxing Gloves

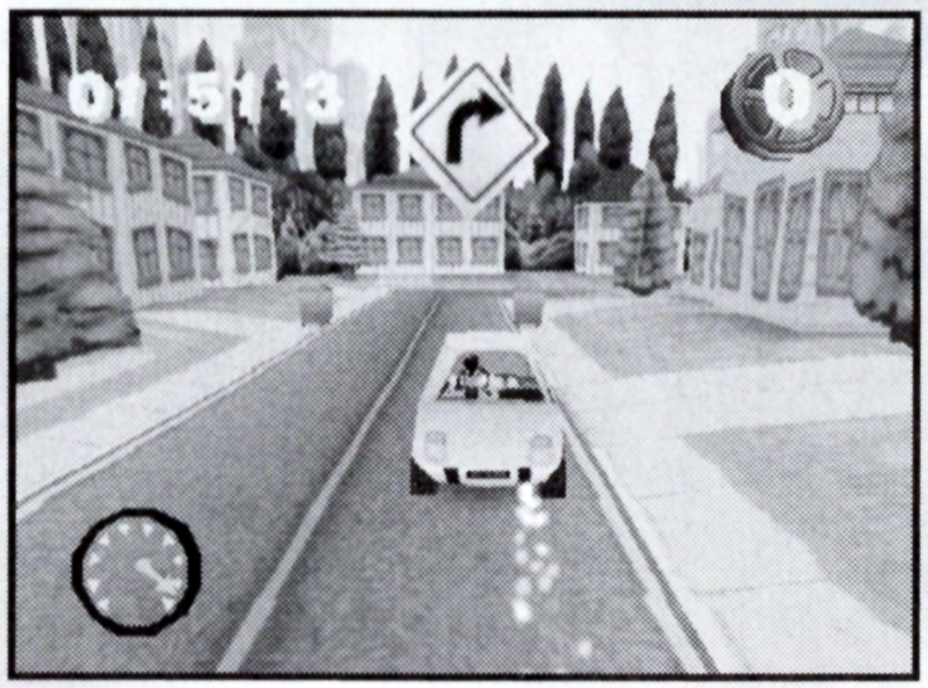
The boxing gloves can be found somewhere outside the house.

Getting The Tire

Goofy must find the car tire somewhere in the house. When he does find it he will see that the tire is flat. Goofy must now search the house for a pump to fix the tire. After Goofy has found the pump, he must bring it back to the tire (it will inflate automatically). Once inflated, the tire will be added to the inventory. The tire can then be returned to the viewing room picture.

Getting The Gym Bag

To play this game the first 2 items must be found.



✕ Button - Accelerate
□ Button - Reverse
L2 - Left Turn Signal
R2 - Right Turn Signal
Left/Right Directional Button - Steer car

The gym bag can be found back at the gym where Goofy forgetfully left it. Goofy must drive to the gym against the clock, in order to collect his gym bag. If he can't get there in time the player is transported back to the beginning of the course for another attempt. On the way to the gym the player must try to avoid hitting any of the other cars on the road. The player must choose if they have enough time available to stop at the traffic light! Beware! A crash with another car or obstacle will lose you some time.

Hint: Drive over manholes for film can bonuses.

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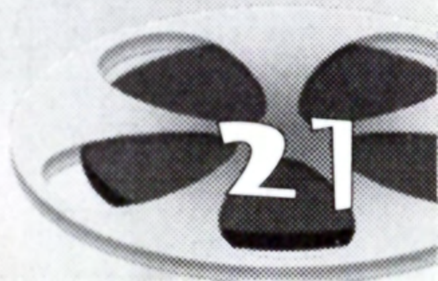

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